
Subject: C&C_Fjord Beta 2

Posted by [Aircraftkiller](#) on Thu, 08 Sep 2011 19:21:56 GMT

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Fjord is finally to the point where it's almost completed. I've done some (hopefully) final change lists and now have it ready for the second beta test. This is the first public test, the private one was two days ago. This level is running on the 4.0 test server by itself, no other ones are in the rotation.

You will need Scripts 4.0 to run Fjord, so make sure you install it. For those of you who beta tested it privately, go to your Renegade folder in the My Documents folder, open Clients folder, and delete C&C_Fjord.thu before you attempt to play.

Download: <http://www.3dholmes.com/downloads/Renegade/Fjord.rar>

Please list any bugs you encounter. The only exception is if a message pops up saying "something bad happened" which should be posted in the Tiberian Technologies forum.

To join: 109.230.246.231 Port 4848

Let's get some matches scheduled and play-test this so I can fine tune it before the final release!

CHANGE LIST

GDI Grenadier has an alt-fire. It fires a triple-burst but takes longer to fire than the regular fire.

GDI Orca now only has missiles. It fires six before it must reload. It no longer takes major damage from Ramjet Rifles. It now costs 1,200 credits.

GDI Transport Helicopter has had its speed improved. It carries five passengers now, instead of four. It no longer takes major damage from Ramjet Rifles, and its credit cost is now 1,500 credits.

GDI Medium Tank now uses the beta model that I've modified and made to look more like an M1 Abrams. It also has moving wheels.

GDI Mammoth Tank has extended missile range. Its missiles now turn twice as fast and are more useful versus airborne targets. It also has a new model that's 99% accurate to the original Tiberian Dawn model, which I've built and painted myself.

GDI MRLS now has a rotating turret, but costs 800 credits. I've modified it so that it has wheels and a muzzle emitter when it fires. Now fires only two missiles. Each missile does 108 damage. Damage radius was increased from 8 to 12, spreading 108 damage through that vicinity. It is now considerably more lethal to infantry.

GDI/Nod Rocket Soldier Officer and GDI Gunner have homing missiles, which are useful against airborne units. They also have a triple-burst alt-fire that's inaccurate at range, but incredibly lethal up close. Keep away from them if you can.

Nod Artillery now fires lobbed gravity-influenced shells. It continues to have a turret. Damage has been increased to 175. Explosion radius has been increased to 22 meters. Explosion damage has been increased to 175. Camera shake duration reduced to 1.5 seconds, down from 3.0. Camera shake radius reduced to 30 meters, down from 40.

Nod Flame Tank has been given the beta model. It does not have a turret. To compensate, flame damage has been increased from 13 to 19 per "shot", which makes it much more potent versus any target. Do not allow it to come near your base. Thankfully, it needs to enter your base through the gates before it can do any real damage to any structures.

Nod Recon Bike was added. It moves very quickly but is also incredibly weak and can be destroyed easily. Take them out at long range, but beware their missile attack.

Nod Apache now fires shotgun-like rounds which have considerable range and damage everything. It no longer has missiles. Its cost was increased to 1,200 credits to compensate for the extra damage and lack of vulnerability to Ramjet Rifles. Its start-up and shutdown sounds were changed to more interesting versions that existed in Renegade.

Nod Flamethrower now has an alt-fire. It will do roughly 250% more damage versus what it did before, but its range was considerably shortened to 15 meters. Primary fire is unaffected by this change. Do not let them come close to you or get inside structures.

The GDI AGT only fires a pair of Tomahawk missiles now. It has custom-built Guard Towers for machine gun defenses.

The Nod Obelisk cannot attack airborne units as its laser diffuses in the atmosphere. As a result, Nod SAM Sites have been installed at the Nod base. They are incredibly lethal and difficult to destroy unless they pop-up to attack aircraft, at which point they are vulnerable and easily destroyed.

The Nod Turret now does 60 damage instead of 30, fires faster, and will generally ruin your day unless you take it out.

The SAM Sites and Turret now have voice announcements for damage and destruction.

NEW STRUCTURES

The Advanced Communications Center controls team radar and beacon purchases. If destroyed, GDI can no longer buy Ion Cannon beacons and their radar is terminated.

The Shrine of Nod provides spiritual guidance for Nod and houses nuclear missiles. If destroyed, Nod can no longer buy nuclear beacons.

The Nod Communications Center controls Nod team radar. If destroyed, Nod's radar no longer operates.

The Construction Yards repair structures at the rate of roughly what an Engineer would. Destroy them to make base destruction easier. They cannot repair themselves.

Tiberium Silos add an additional 2.5 credits per second. Destroy them with C4 explosives for additional damage, or any other weapon to hamper credit flow.

Repair Facilities provide essential vehicle repairs in times of base assault, if a vehicle is parked on it and occupied. Destroy them with C4 explosives for additional damage, or any other weapon to hamper automatic vehicle repairs.

Screenshots:

Subject: Re: C&C_Fjord Beta 2
Posted by [Sean](#) on Thu, 08 Sep 2011 19:33:10 GMT
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You seriously have some major skill in creating maps, well done.

The detail looks fantastic.

Subject: Re: C&C_Fjord Beta 2
Posted by [F1r3st0rm](#) on Thu, 08 Sep 2011 20:56:53 GMT
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pretty awesome map, should be included with 4.0 and added in the original rotation

Subject: Re: C&C_Fjord Beta 2
Posted by [z310](#) on Fri, 09 Sep 2011 00:56:25 GMT
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Great work.

Subject: Re: C&C_Fjord Beta 2
Posted by [Wilo](#) on Fri, 09 Sep 2011 03:42:23 GMT
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GDI Ref PTs Not working, Someone please confirm this.

Subject: Re: C&C_Fjord Beta 2
Posted by [Aircraftkiller](#) on Fri, 09 Sep 2011 03:44:52 GMT
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It's a known bug. Thanks for reminding me - I forgot to add spawners and the terminals!

Subject: Re: C&C_Fjord Beta 2
Posted by [liquidv2](#) on Fri, 09 Sep 2011 04:15:12 GMT
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i'll sit down with iran and z310 this weekend and go through your checklist of stuff
we'll see what we can come up with on it, if anything
they already had a look at it today

Subject: Re: C&C_Fjord Beta 2
Posted by [Lone0001](#) on Fri, 09 Sep 2011 04:38:34 GMT
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I'm assuming you know about the Airstrip issue with the vehicles going in a circle and then moving forward?

Other than that, very nice map so far.

Subject: Re: C&C_Fjord Beta 2
Posted by [Aircraftkiller](#) on Fri, 09 Sep 2011 04:39:40 GMT
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I can't seem to fix the way paths leading off the runway, regardless of how many times I delete and remake the paths or re-run pathfind generation.

Subject: Re: C&C_Fjord Beta 2
Posted by [Wil0](#) on Fri, 09 Sep 2011 10:01:28 GMT
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Played the map last night with 22 people, very little problems, people love the map! Great job, it will be a regular on my server.

Subject: Re: C&C_Fjord Beta 2
Posted by [Starbuzz](#) on Fri, 09 Sep 2011 13:14:11 GMT
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Map looks very green! I love the scenery...will try it out in a few moments. GJ AK.

Subject: Re: C&C_Fjord Beta 2
Posted by [Aircraftkiller](#) on Fri, 09 Sep 2011 16:49:16 GMT
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Wilo wrote on Fri, 09 September 2011 06:01 Played the map last night with 22 people, very little problems, people love the map! Great job, it will be a regular on my server.

Just bear in mind that it's a beta. I haven't put the finishing touches on it yet. There's another beta coming out soon, with VIS and new sounds, plus some game-play changes.

Do you think you could run a server dedicated to Fjord for a week or so? With 0 starting credits and no special stuff beyond unlimited ammo? I'd like to get a feel for bigger player environments on this level so I can fine tune the balance more around that.

I'd also need the IP, so I could direct connect... And the IRC channel so I could see when people are on. If that isn't too much to ask, I hope!

Subject: Re: C&C_Fjord Beta 2
Posted by [Wilo](#) on Fri, 09 Sep 2011 17:59:08 GMT
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I can do this no problem, I will get it setup with the next few hours.

Subject: Re: C&C_Fjord Beta 2
Posted by [Wilo](#) on Fri, 09 Sep 2011 18:41:33 GMT
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75.125.197.2:4000
Only map on there.

irc.St0rm.net #St0rm-Dev and #St0rm-Dev-Admin PM for info to get in.

Any other info contact me via IRC.

Subject: Re: C&C_Fjord Beta 2
Posted by [Aircraftkiller](#) on Fri, 09 Sep 2011 19:05:39 GMT
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Thanks for getting the server up. Do you think you can ensure that it stays unlimited ammo/no credits/no funky modifications? The one issue I have right now with it is the warp-speed

Harvesters. I'd prefer if they stayed slow. If you don't mind, of course.

Subject: Re: C&C_Fjord Beta 2
Posted by [roszek](#) on Fri, 09 Sep 2011 23:13:15 GMT
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the ref_tib_dump~ thingies don't seem to be working on both ref's, plus you dont have the mnref_ag_4~ set up but that may be intentional. I would have put up a screeny but for some reason I can no longer take screen shots in ren since installing tt4 (not sure why).

Also I get some huge FPS drops when I'm near the water falls or the center trees (might just be my crappy vid card).

Aside from that and what others have mentioned I really like this map an amazing amount of detail; never seen anything like it on Renegade.

Subject: Re: C&C_Fjord Beta 2
Posted by [iRANian](#) on Fri, 09 Sep 2011 23:41:21 GMT
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Screenshots are saved in the your My Documents Renegade folder with scripts 4.0.

Subject: Re: C&C_Fjord Beta 2
Posted by [Generalcamo](#) on Fri, 09 Sep 2011 23:50:29 GMT
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I have an idea for helipads. With Helicopters more useful now, make them the only things that can create them. Use Whitedragon's scripts (3.4.4, perhaps 4.0 improved upon them) to do this like APB does.

Subject: Re: C&C_Fjord Beta 2
Posted by [Aircraftkiller](#) on Fri, 09 Sep 2011 23:56:41 GMT
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There is no way to do it beyond removing them from the purchase terminal menu and adding them as a little purchase zone. I'd rather avoid that.

Subject: Re: C&C_Fjord Beta 2
Posted by [iRANian](#) on Sat, 10 Sep 2011 00:14:58 GMT
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It should be possible with Whitedragon's scripts.

Subject: Re: C&C_Fjord Beta 2
Posted by [jonwil](#) on Sat, 10 Sep 2011 00:19:20 GMT
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Those scripts dont really work with the normal renegade PTs, they only work with the sidebar and even then they are a big hack.

Subject: Re: C&C_Fjord Beta 2
Posted by [crazfulla](#) on Sat, 10 Sep 2011 05:15:35 GMT
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Vehicles aren't finding the waypaths off the Airstrip drop zone. The Harvester turns around and drives back over the drop zone to get to the Tiberium field, and is subsequently destroyed by any purchased vehicle. Other vehicles do not move off the drop zone after purchase.

AGT missiles are originating too high above the top of the tower, practically out of thin air. Running from behind the Refinery to the Construction Yard, you can't even see the AGT but somehow it can shoot you.

Subject: Re: C&C_Fjord Beta 2
Posted by [Aircraftkiller](#) on Sat, 10 Sep 2011 05:17:17 GMT
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Aircraftkiller wrote on Fri, 09 September 2011 00:39I can't seem to fix the way paths leading off the runway, regardless of how many times I delete and remake the paths or re-run pathfind generation.

I know you're trying to help, but I've already been notified of this bug several times now. I even mentioned it in the thread.

The AGT's missile spawns that high so that it can attack you if you're behind a hill. I can lower it by a meter or two to fix that problem. I just didn't want Artillery sitting behind the first hill by the GDI Tiberium field in plain view of the AGT without it attacking them.

Subject: Re: C&C_Fjord Beta 2

Posted by [Gohax](#) on Sat, 10 Sep 2011 07:20:19 GMT

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Not a big bug, but next to the airstrip, the missiles sitting in the crate, you can jump in them.

<http://imageshack.us/photo/my-images/593/game2011091001160722.png/>

Subject: Re: C&C_Fjord Beta 2

Posted by [Aircraftkiller](#) on Sat, 10 Sep 2011 15:58:47 GMT

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Those are objects placed in LevelEdit that WS designed for the single-player campaign. Unless you can't jump out of them, there's nothing to worry about.

Subject: Re: C&C_Fjord Beta 2

Posted by [Aircraftkiller](#) on Wed, 14 Sep 2011 04:28:44 GMT

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[quote title=Aircraftkiller wrote on Thu, 08 September 2011 15:21]Fjord is finally to the point where it's almost completed. I've done some (hopefully) final change lists and now have it ready for the second beta test. This is the first public test, the private one was two days ago. This level is running on the 4.0 test server by itself, no other ones are in the rotation.

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Download: <http://www.3dholmes.com/downloads/Renegade/FjordB3.rar>

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/As of writing this, my hosting provider seems to be down. Keep trying to grab the file until my provider comes back online.
